Cemu - Bug #298

Rumble effect feedback in "Options/input setting/additional settings/Rumble" changes while in-game (much lower effect)

03/26/2020 12:01 PM - Cemmer76

Status:	New	**Start date:**	03/26/2020
Priority:	Normal		
Assignee:	Petergov		
Category:	Input		
API:		**GPU Vendor/Model:**	
Cemu Version:	1.17.4		

Description

I have a X-box one S controller and when I start Cemu and go to "Options/input setting/additional settings/Rumble" and move the slider I can perfectly feel the force of my controller (rumble from 0 to 100%), but when I launch a game and go to the same Cemu menu input setting and move the slider (while in-game with any game), the force returned is very very low: going from 0 to 100 is like going from 0 to 5% out of a game. I have yet to understand if that impacts gameplay as well or not...
Older Cemu versions (like 1.14) don't have this problem, so I presume that it started when it was created the additional setting section and put the rumble option in there? I have to investigate further...